

FIG. 1

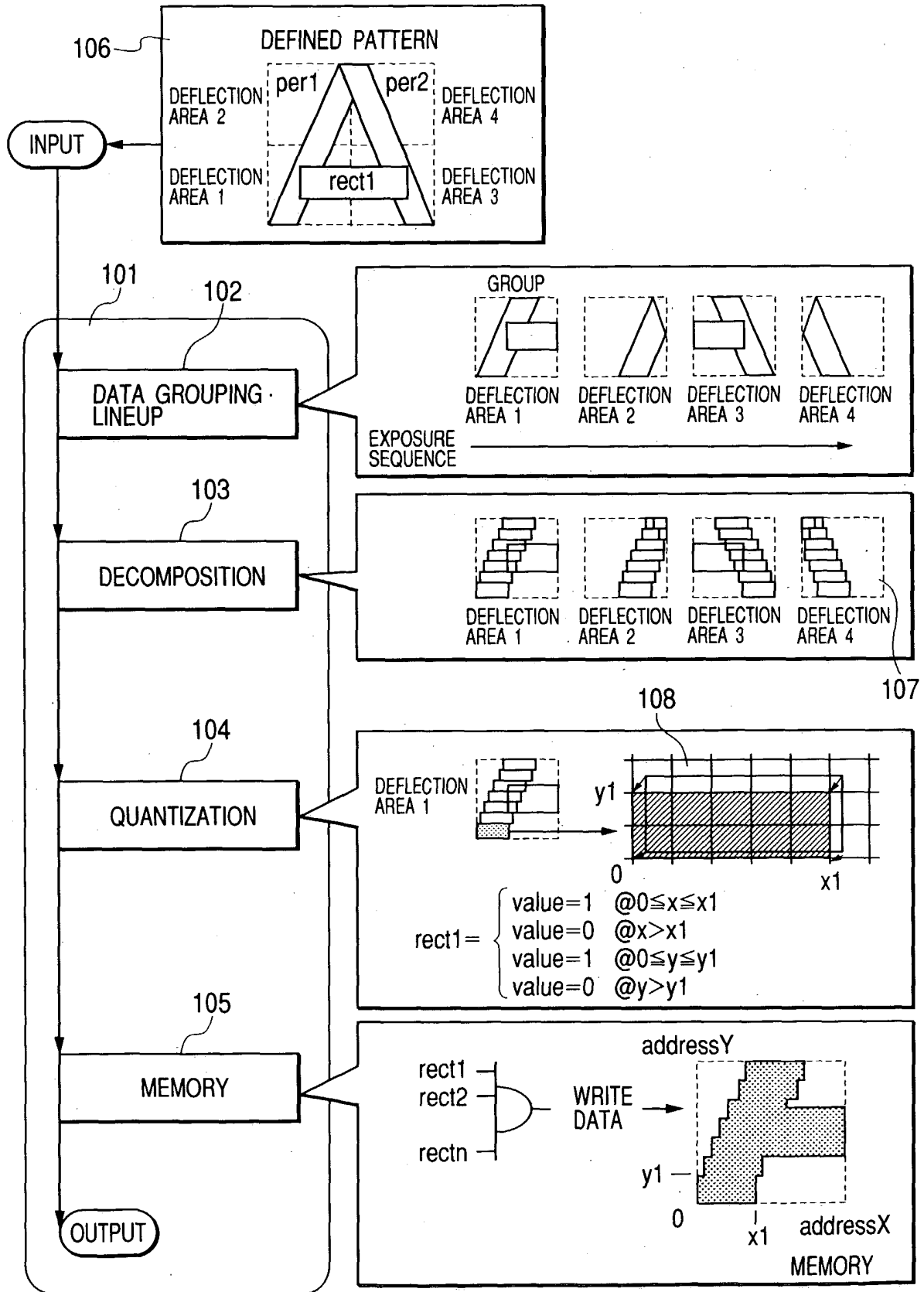


FIG. 2

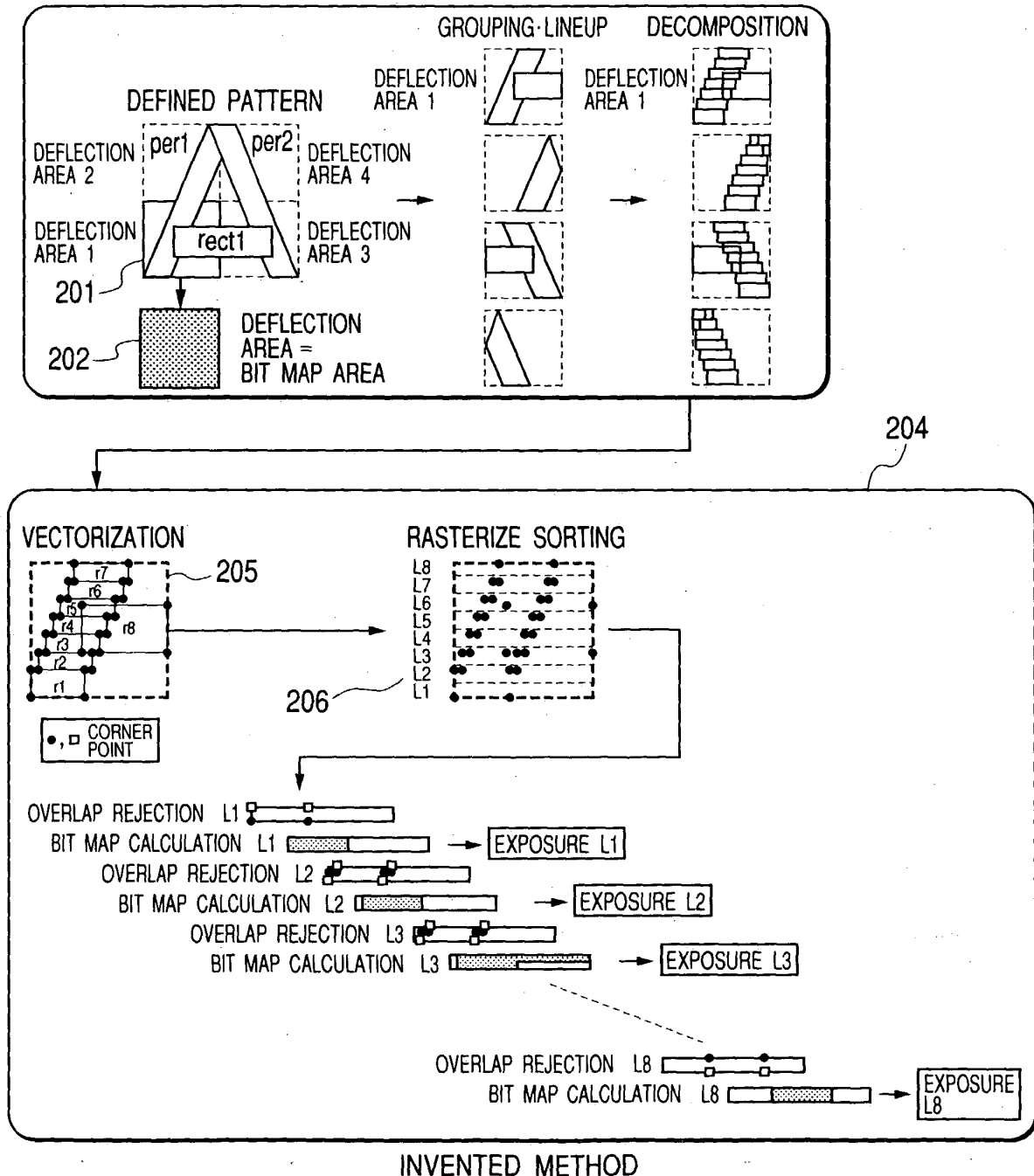


FIG. 3

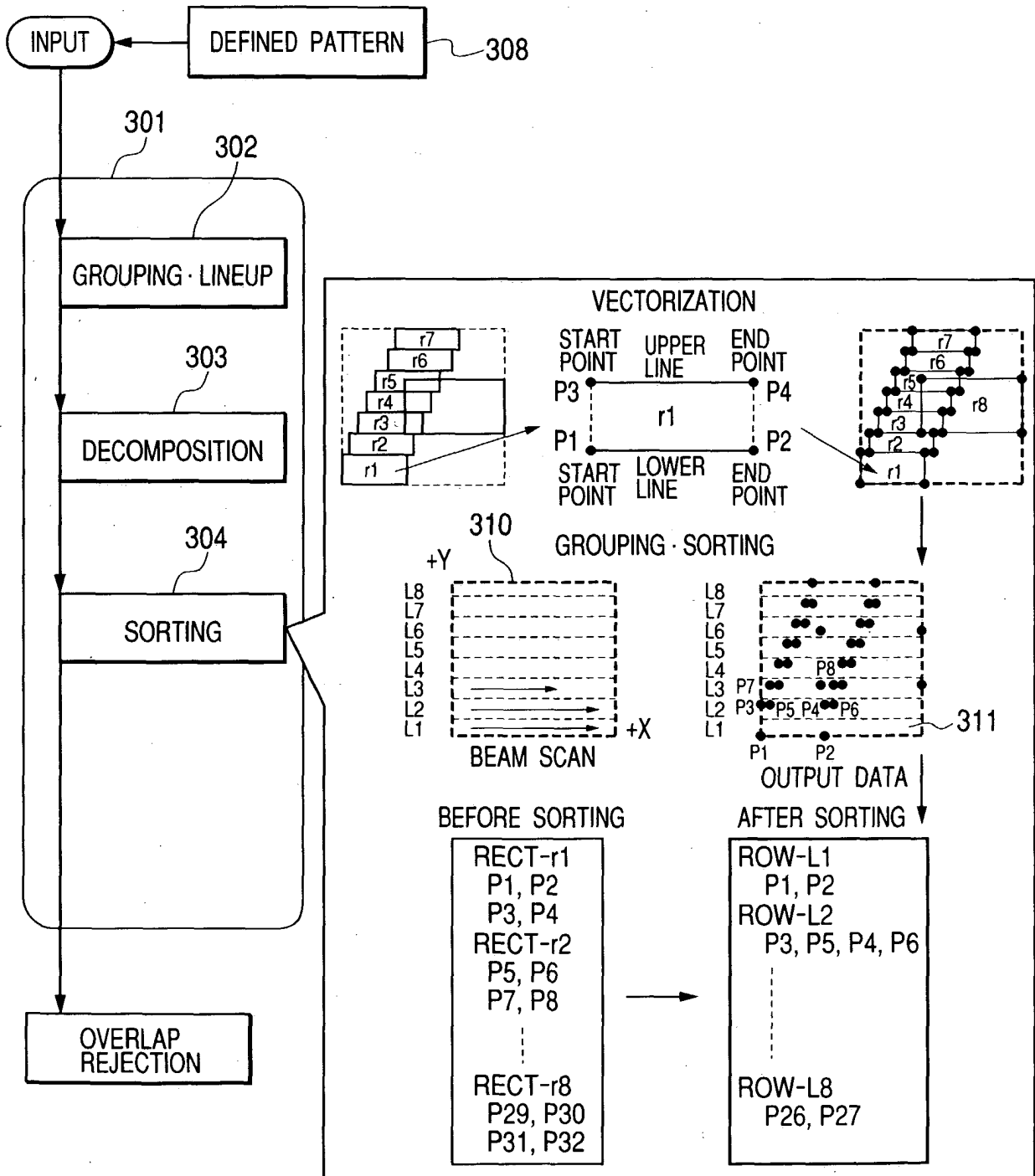


FIG. 4

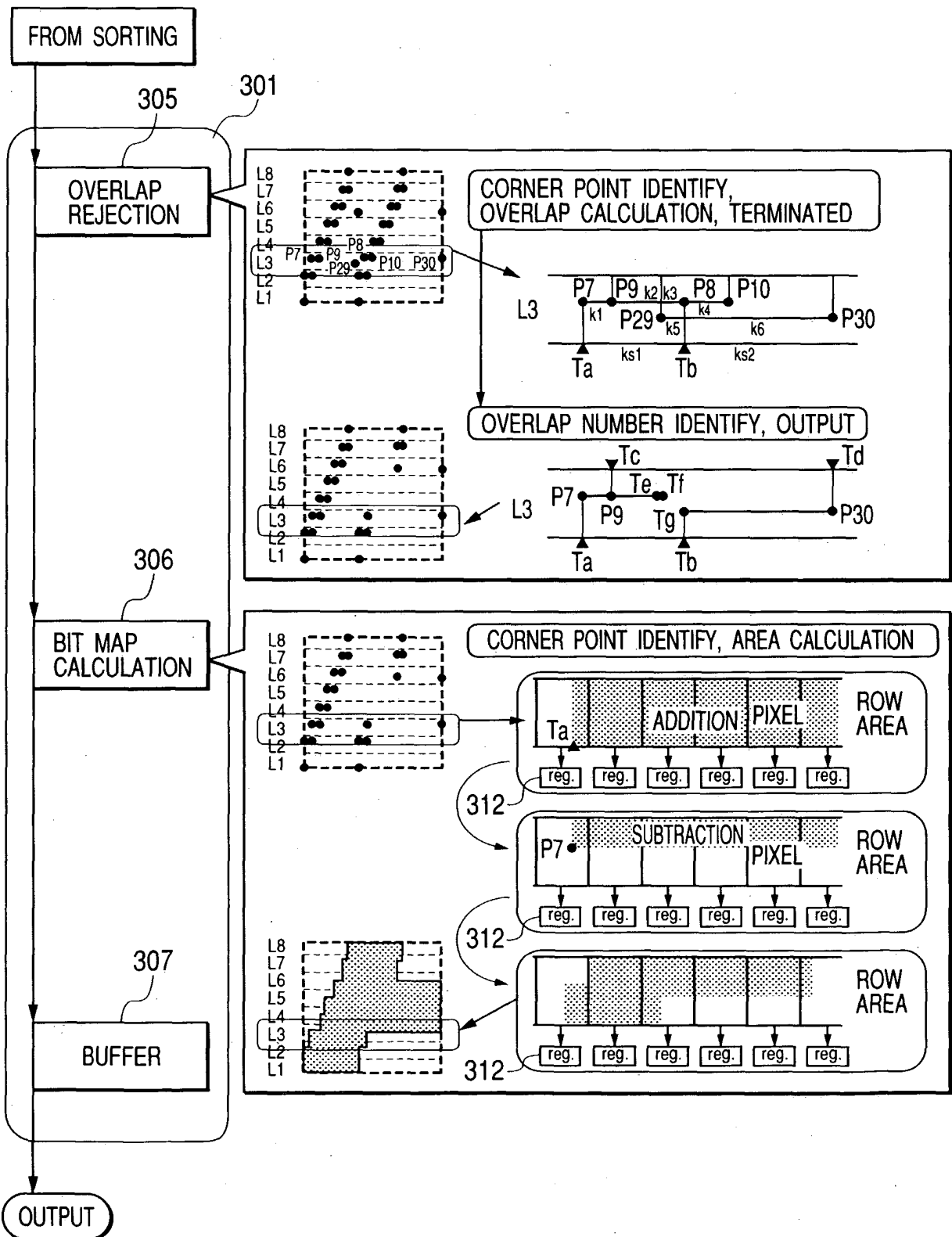
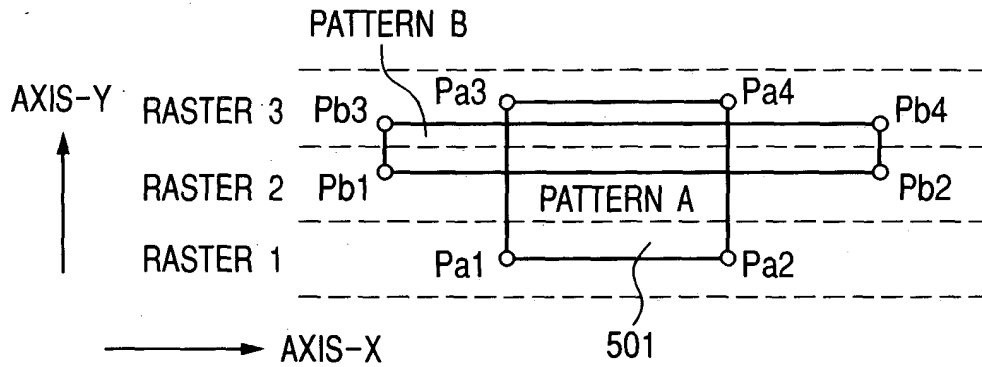
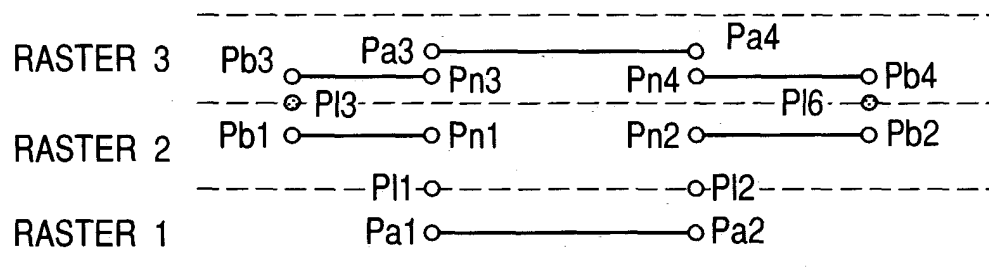


FIG. 5(a)**FIG. 5(b)**

DATA	CORNER POINT NAME (X COORDINATE, y COORDINATE, IDENTITY)
Pa1 (xa1, ya1, 1)	IDENTITY
Pa2 (xa2, ya2, 2)	1: LOW-START
Pb1 (xb1, yb1, 1)	2: LOW-END
Pb2 (xb2, yb2, 2)	3: UPPER-START
Pb3 (xb3, yb3, 3)	4: UPPER-END
Pa3 (xa3, ya3, 3)	
Pa4 (xa4, ya4, 4)	
Pb4 (xb4, yb4, 4)	

FIG. 6

CORNER POINT IDENTITY CODE	OVERLAP NUMBER VARIATION	IDENTITY
1	+1	LOW-START
2	-1	LOW-END
3	-1	UPPER-START
4	+1	UPPER-END

FIG. 8(a)*FIG. 8(b)*

OUTPUT FROM OVERLAP REJECTION

Pa1 (x COORDINATE, y COORDINATE, IDENTITY)
 Pa2 (x COORDINATE, y COORDINATE, IDENTITY)
 Pb1 (x COORDINATE, y COORDINATE, IDENTITY)
 Pn1 (x COORDINATE, y COORDINATE, IDENTITY)
 PI1 (x COORDINATE, y COORDINATE, IDENTITY)
 PI2 (x COORDINATE, y COORDINATE, IDENTITY)
 Pn2 (x COORDINATE, y COORDINATE, IDENTITY)
 Pb2 (x COORDINATE, y COORDINATE, IDENTITY)
 Pb3 (x COORDINATE, y COORDINATE, IDENTITY)
 PI3 (x COORDINATE, y COORDINATE, IDENTITY)
 Pn3 (x COORDINATE, y COORDINATE, IDENTITY)
 Pa3 (x COORDINATE, y COORDINATE, IDENTITY)
 Pa4 (x COORDINATE, y COORDINATE, IDENTITY)
 Pn4 (x COORDINATE, y COORDINATE, IDENTITY)
 Pb4 (x COORDINATE, y COORDINATE, IDENTITY)
 PI6 (x COORDINATE, y COORDINATE, IDENTITY)

FIG. 9

LINE-CATEGORY	OVERLAP NUMBER	VALID (OUTPUT)	INVALID
UPPER	$k = 0$	○	
UPPER	$k \neq 0$		○
LOWER	$k = 1$	○	
LOWER	$k \neq 1$		○

FIG. 10

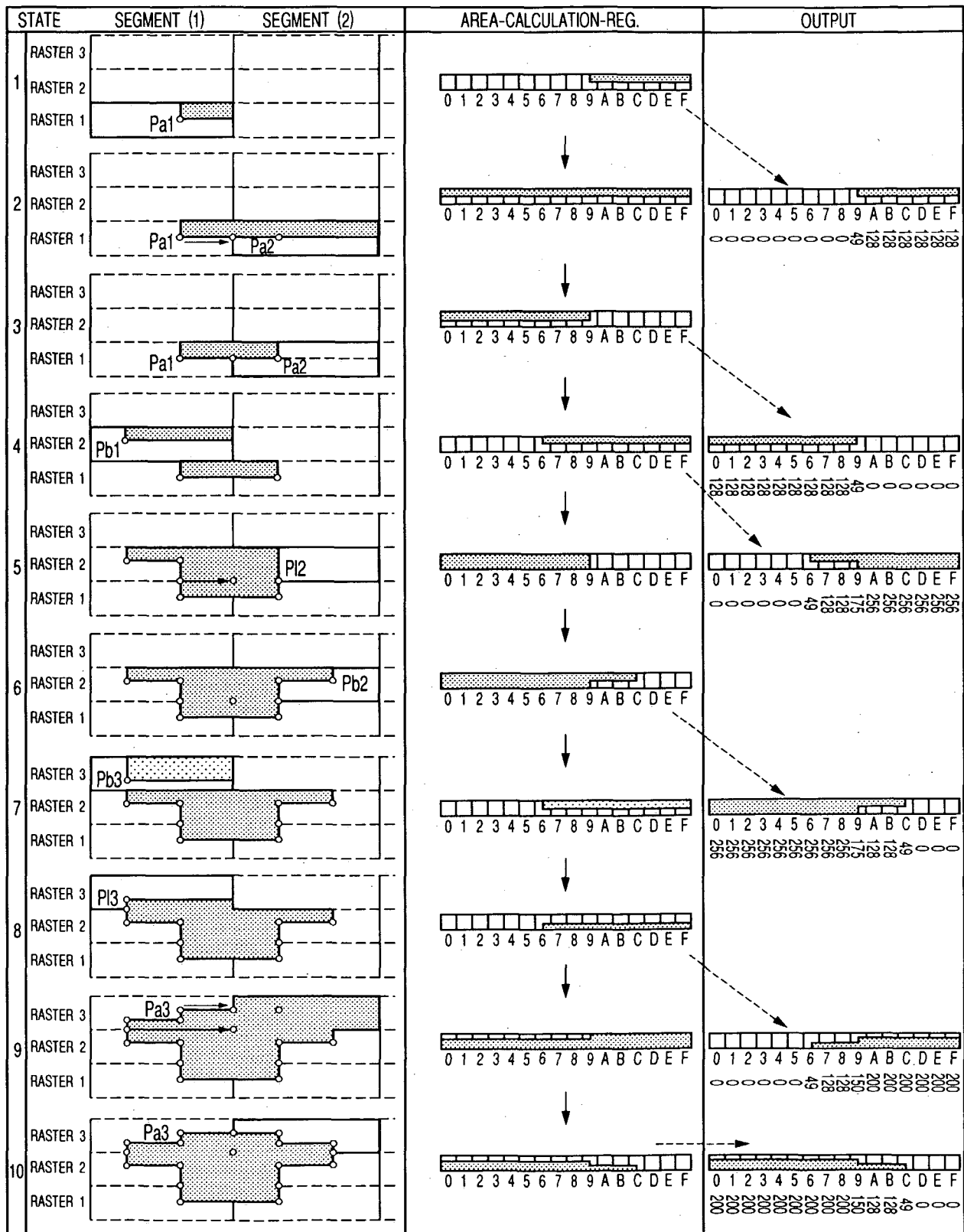
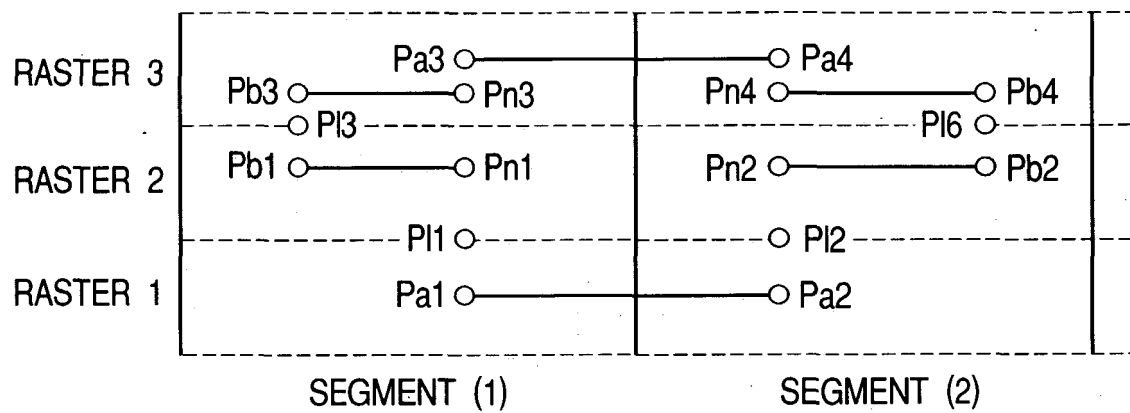


FIG. 11**FIG. 12**

CORNER POINT -IDENTITY	CALCULATION	CORNER POINT -IDENTITY	CALCULATION
1	ADD.	4	ADD.
2	SUB.	5	ADD.
3	SUB.	6	SUB.

FIG. 13

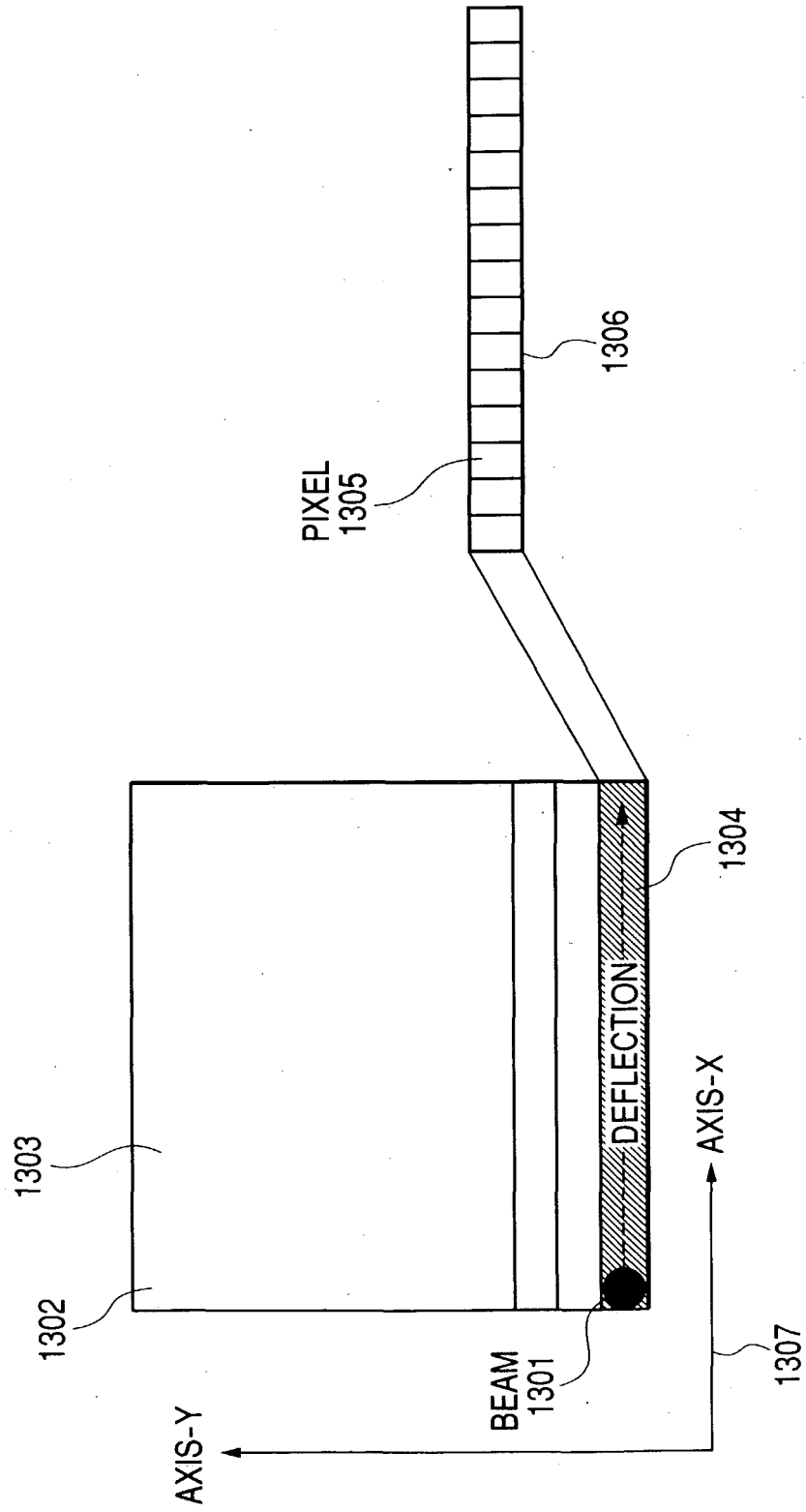


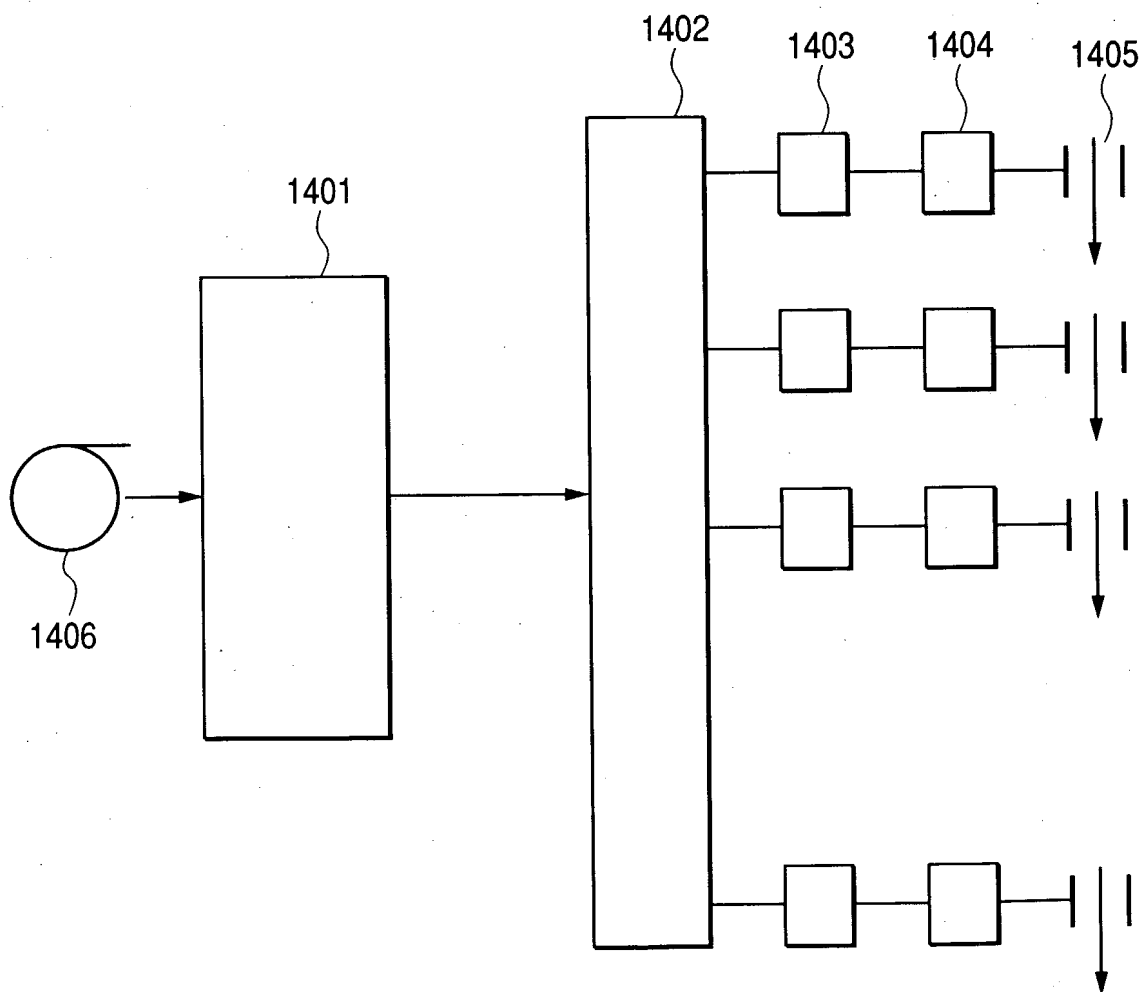
FIG. 14

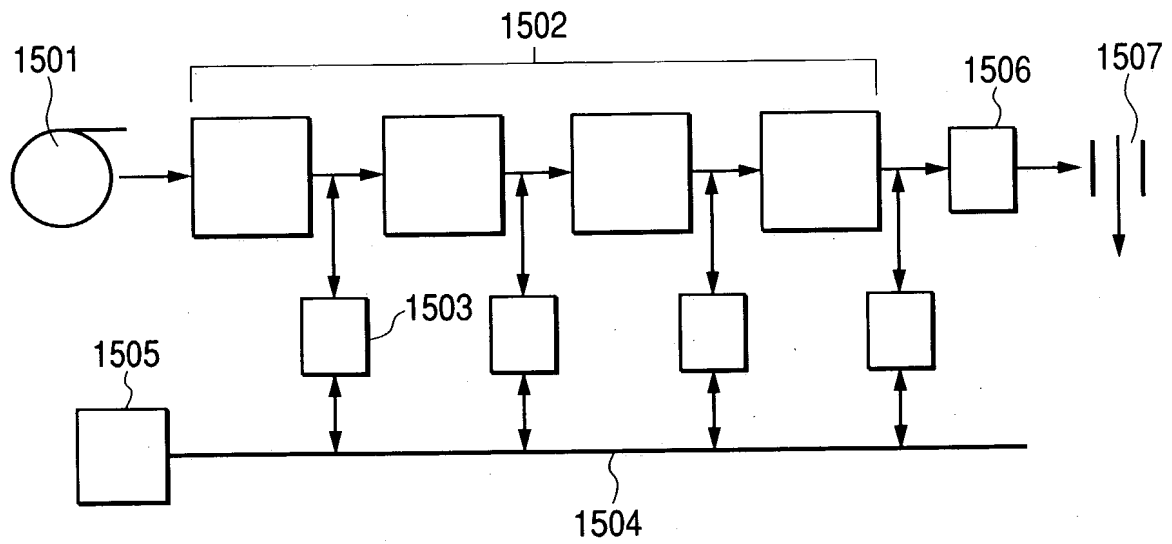
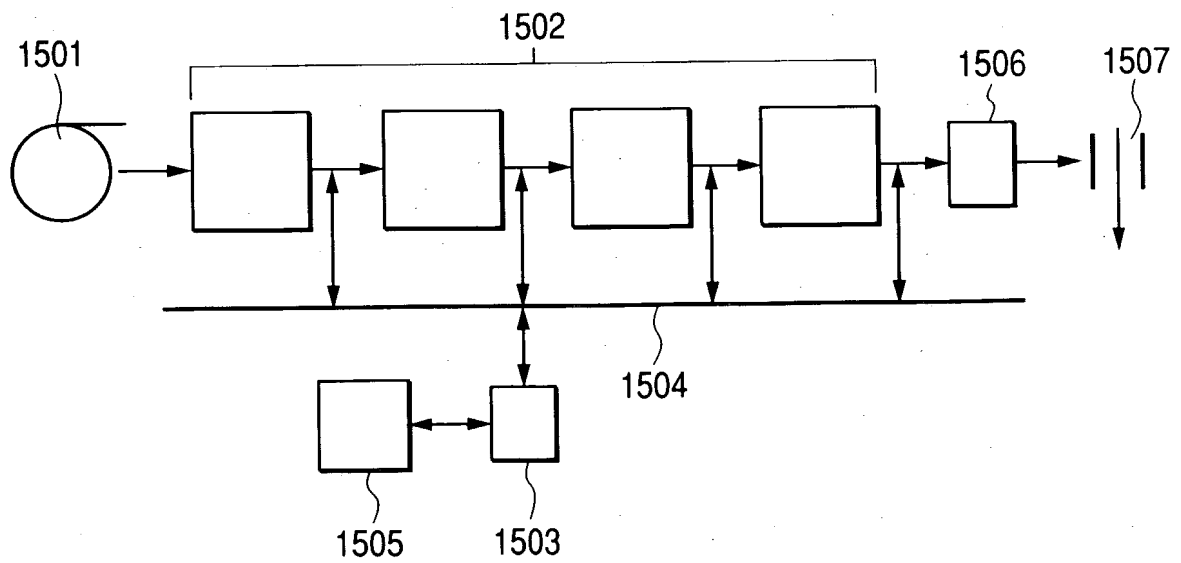
FIG. 15(a)*FIG. 15(b)*

FIG. 16

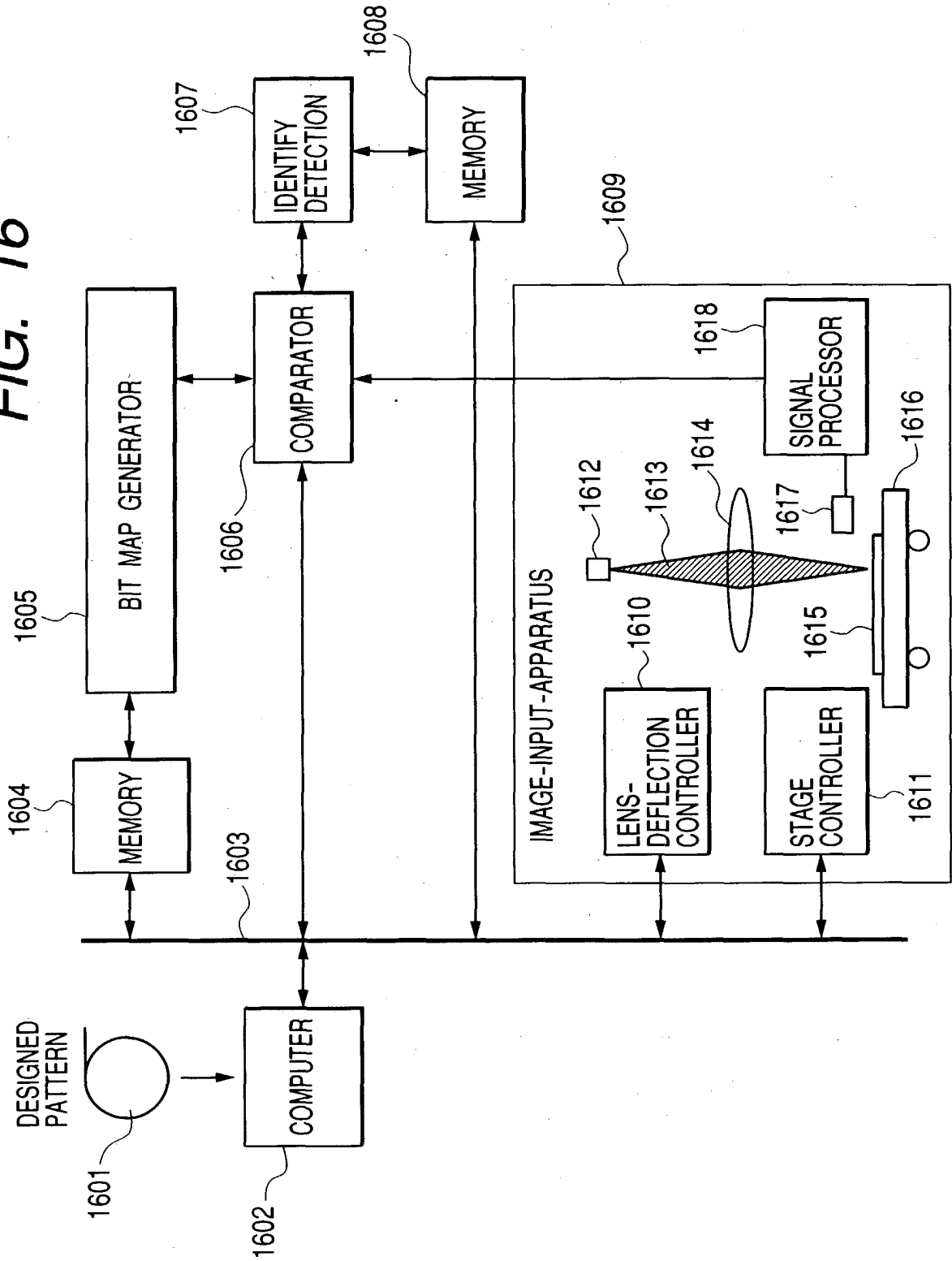


FIG. 17

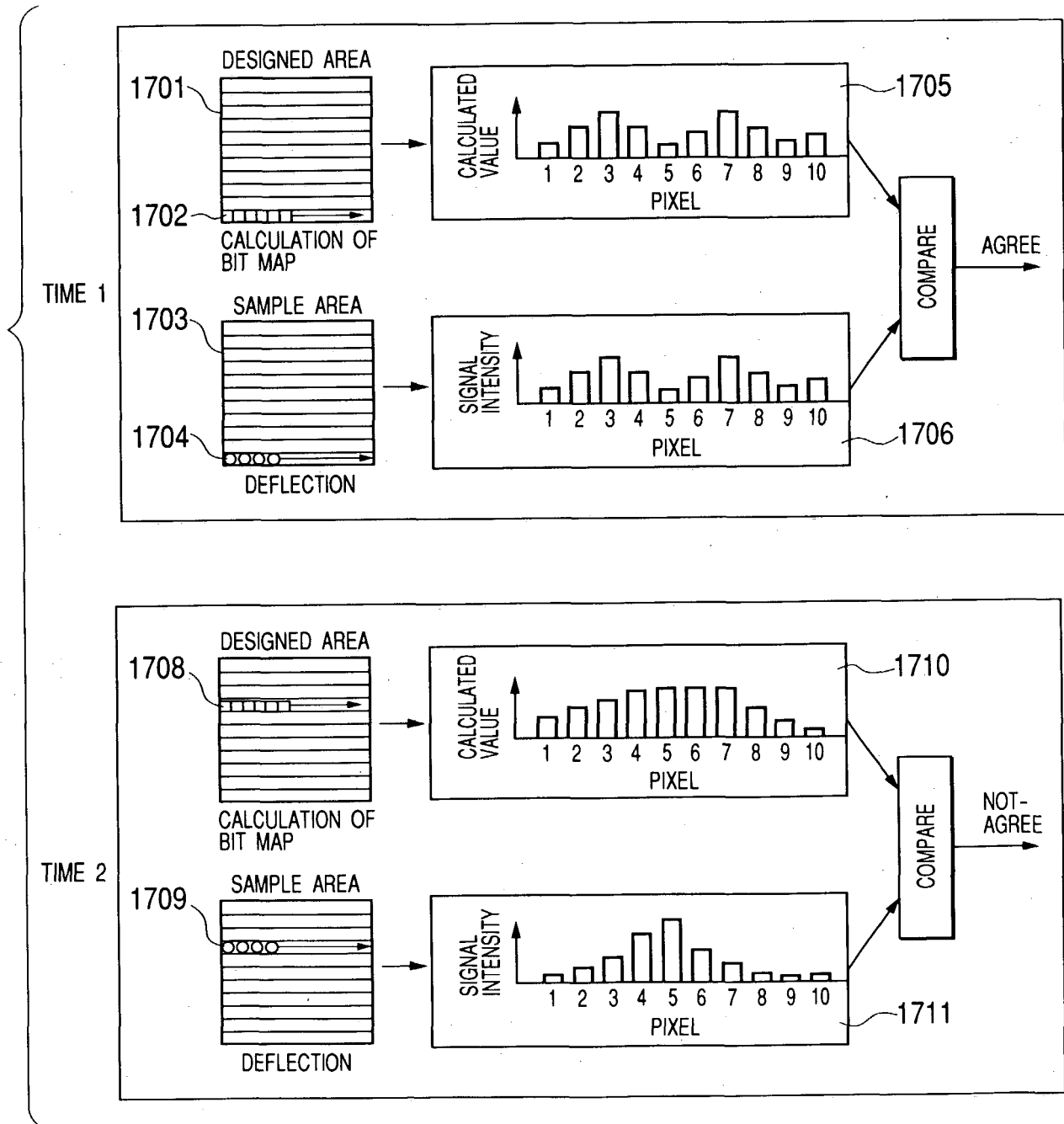


FIG. 18